



# Offline Computing Status

Peter Shanahan - Fermilab\*  
Week-in-the-North - May 23, 2006





# Overview

- This talk:
- Progress since last meeting
- Plans, goals, and tasks



# Recent Work



# Contact with CompDiv

- Mark Messier and I have met with Vicky White (head of Fermilab Computing)
  - ▶ NOvA is recognized as a priority by CD
  - ▶ There just aren't many people available
  - ▶ We are unlikely to get anything other than shared resources for now. - FNALU cluster, etc.
- Vicky requested a “proto-MOU” from us
  - ▶ In the works...



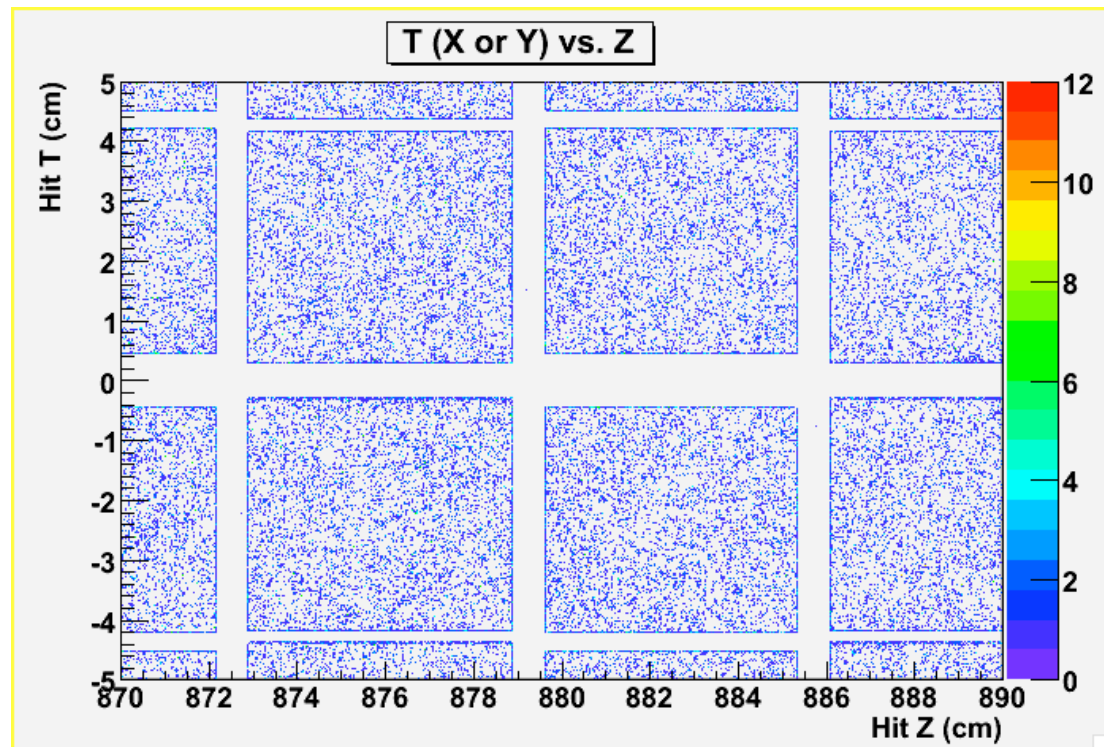
# DataBase

- Jon Paley (Indiana) is the new DataBase Coordinator
  - ▶ L2 Managers: Please contact ([jpaley@fnal.gov](mailto:jpaley@fnal.gov)) him with your expected needs.
  - ▶ The more immediate the need, the more immediate should be the contact!
- Leaning towards MySQL
- We will pursue acquiring a server machine at FNAL soon, but development will start at I.U.



# Simulations

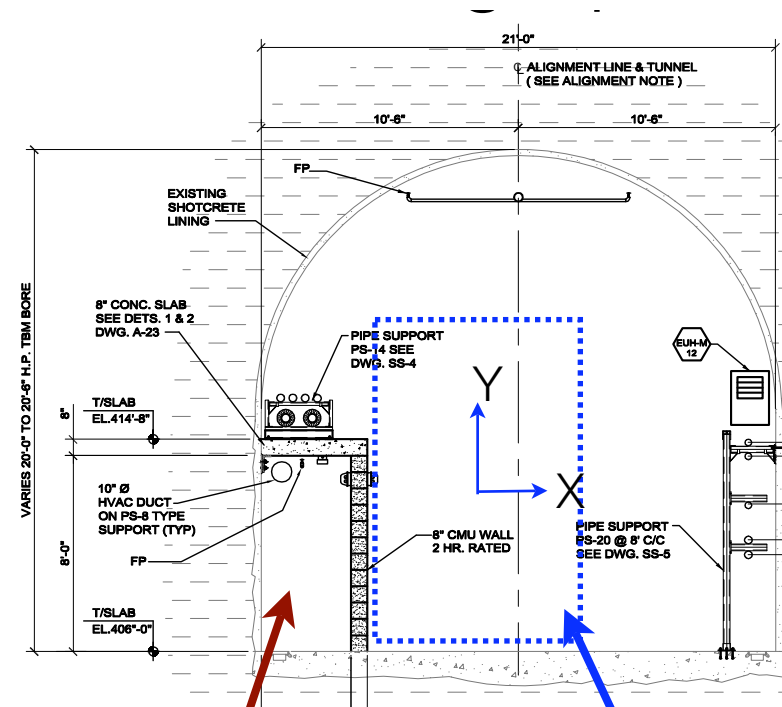
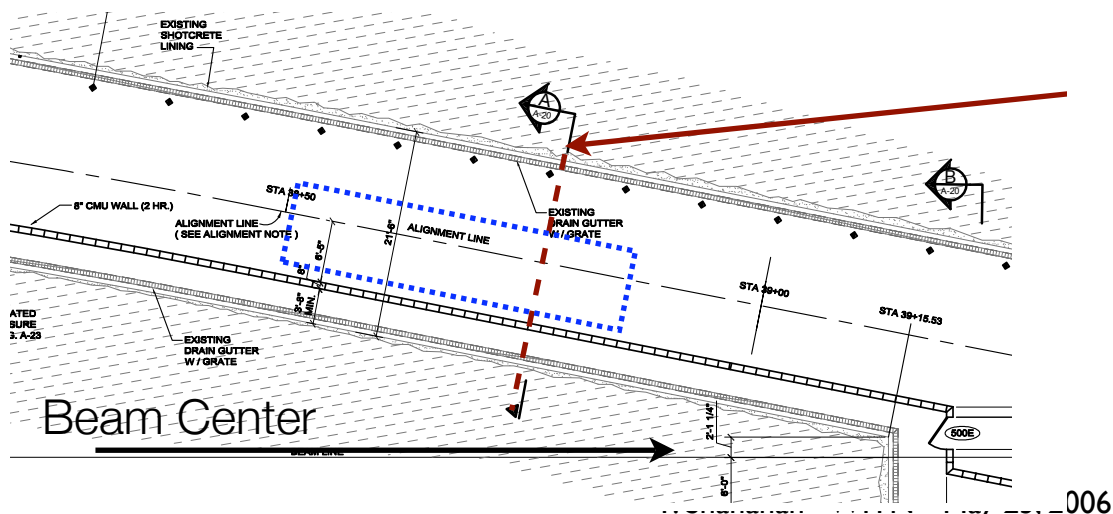
- Far Detector: Update and validate geometry - based on earlier work by Leon Mualem
- 10 files of 10k events each generated a la Leon
  - ▶  $\nu_\mu$  (-bar) cc, nc (low and high energy),  $\nu_e$  (-bar) cc
  - ▶ 1/E flux (needs user reweighting)





# Near Detector

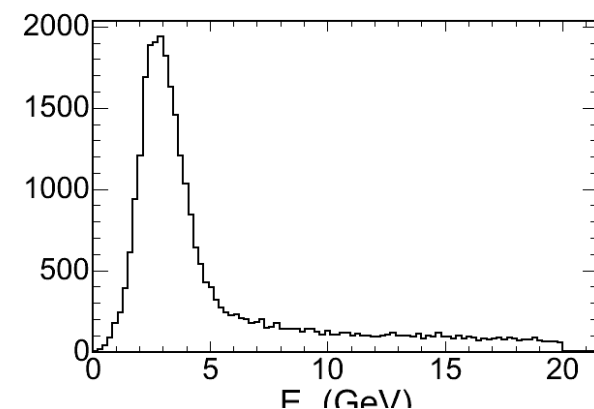
- First Full Simulation of NearDet
- Major goal - understand event rates per spill/  
capability of Electronics
- Near Detector Location:
- Alysia Marino



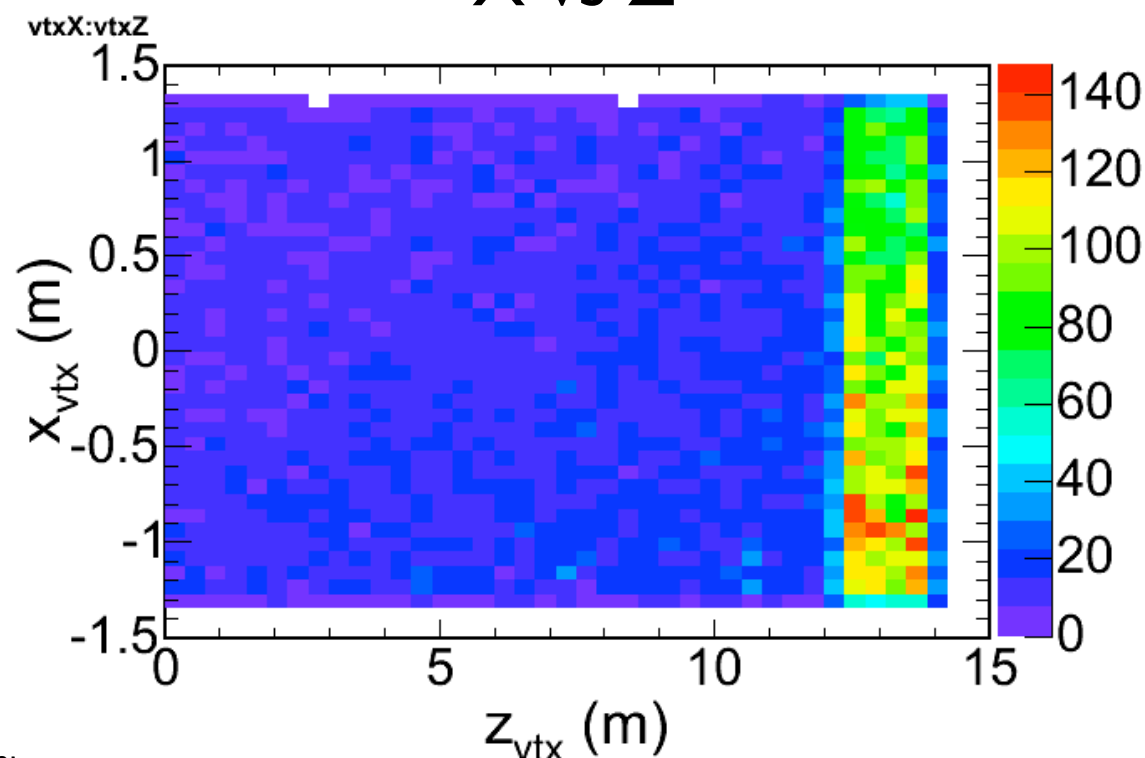


# Near Detector Events

- Simulation of total rate
- Brian Rebel
  - ▶ MINOS Nominal Medium Energy Beam
  - ▶ 7.3 events/5e13 spill total
  - ▶ 3.5 events/5e13 spill TA
- Work in progress



X vs Z



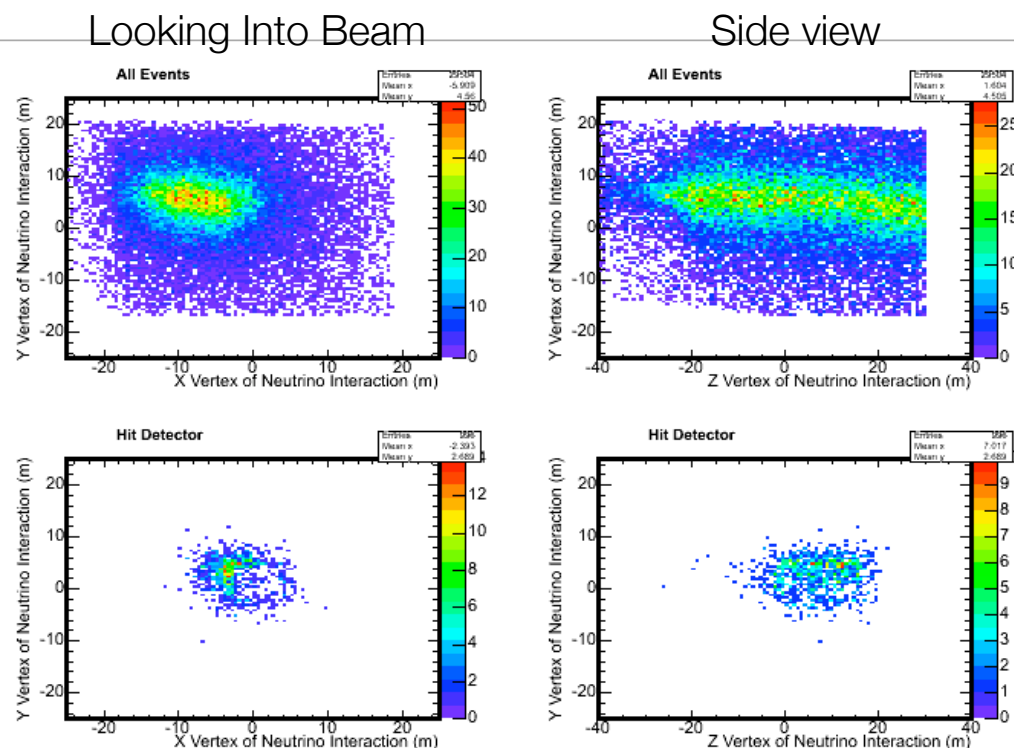




# Rock Events

- Alysia Marino
- In MINOS, about as many  $\mu$  enter detector as  $\nu$  interactions occur in it
- 1st stab at rock events
- Will be overlaid with detector interactions

Generated





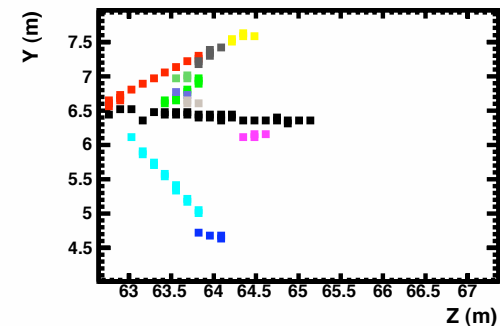
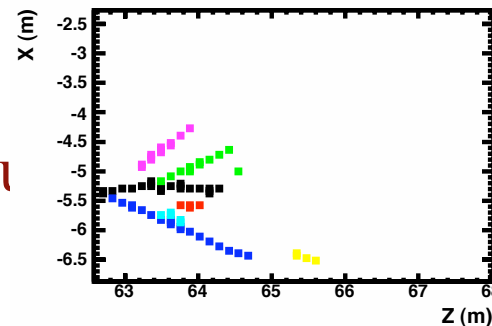
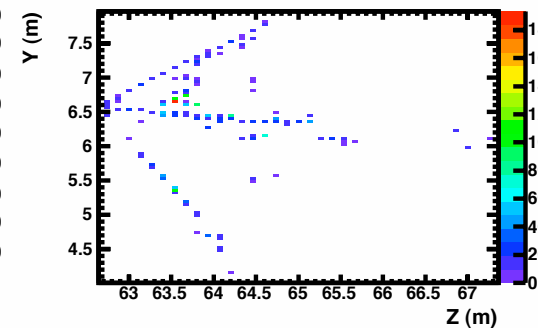
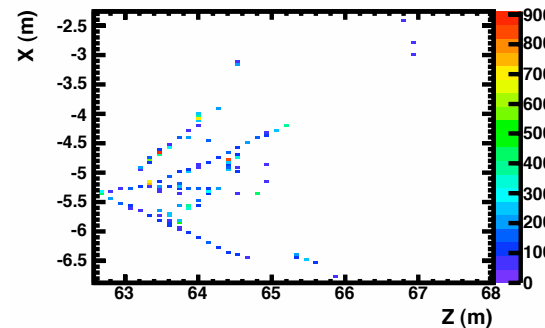
# Overburden Simulation

- Kevin Lee
- Stand alone simulations of photons in a rock overburden
- Kevin is reorganizing his results into ntuples for further study
  - ▶ How often can photon be tagged by correlated charged particle?



# Reconstruction

- Caius Howcroft and Hai Zheng
- SoCal: C++ quasi-framework
  - ▶ Lightweight, fast, and simple
  - ▶ Not intended as a long-term solution
- Existing elements
  - ▶ Event Display
  - ▶ Proto- detector response, geometry
  - ▶ MINOS “Sub-Shower” package incorporated





# Framework

- Fabrizio Furano/ Roberto Stroili
- A longer-term effort for a formal framework
- Based on the BaBar framework
  - ▶ Module-based
- Progress so far:
  - ▶ De-Babarization
  - ▶ Replacement of pre-STL wrappers, etc.



# Upcoming Goals/ Needs



# Reconstruction

- Perhaps the most important short term goal:
  - ▶ Implementing the “20% increase in FOM” seen in hand scanning.
  - ▶ Proceed with SoCal? More people can do this than could learn to work with the existing FORTRAN code!
  - ▶ Requires progressing to full reconstruction and Event ID
- More people are needed!



# Simulations

- Near Detector:

- ▶ (How) Can the electronics handle the rate of detector and rock interactions
- ▶ Spiral approach:
- ▶ Events/spill
- ▶ Fraction of cells with hits from multiple interactions
- ▶ How well can reconstruction separate them

- IPND

- ▶ Mark Messier



# C++ based MC

- Existing MC used by NOvA is MINOS MC:
  - ▶ gminos - neugen3/geant3
  - ▶ minimum C++ classes have been extracted for non-MINOS use
- New C++ Simulation framework
  - ▶ In development by MINOS
  - ▶ Pluggable interaction generator, particle tracker, geometry
  - ▶ Despite the wait, I see know reason not to wait for it for NOvA - other points of view are most welcome!
  - ▶ MINOS expects to use in Fall 2006





# Overburden

- The other most important near term goal
- Is 3m sufficient? Can it be less?
- Easy to prove insufficiency
  - ▶ Leon has shown single photons are a significant background, but how often can they be tagged by nearby activity?



# This Meeting

- Two parallel sessions tomorrow
- Morning: Framework/Reco issues
- Afternoon: Simulations